

Astro Warrior™/Pit pot



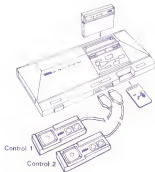
SEGA®

READ THIS BEFORE YOU START

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

HOW-TO-USE SEGA CARD MEGA CARTRIDGE

- ① Make sure that the POWER SWITCH is "OFF".
- ② Next, insert the SEGA CARD or MEGA CARTRIDGE into the SEGA MASTER SYSTEM (see the illustration).
- ③ Turn the POWER SWITCH "ON". If nothing appears on the screen, check to see that the insertion as described in the above point is properly made.
- ④ After using, first be sure to turn the computer's POWER SWITCH "OFF" and then pull out the SEGA CARD or the MEGA CARTRIDGE and put it in its case for safe storage.



Let's pick out the game to play!

Move the direction controller on Control Pad 1 up and down to pick out the game to play, then press the Start button. The start screen for the game you picked appears. To see how to play that game, read the pages indicated below.

Ⓐ DIRECTION CONTROLLER

Ⓑ START BUTTON

- Astro WarriorPages 6-23
- Pit Pot.....Pages 24-57

Astro Warrior

THE SOLAR SYSTEM'S ALLIED
FORCES

- Ⓐ SPACE WARRIOR
THE ASTORO RAIDER
THE PLAYER'S SPACESHIP

WEAPONS SUPPLY SHIPS

- ① SPEEDUP
PARTS
- ② BEAM CANON
- ③ TRIPLE SHOT CANON
- ④ ASISTOR (SMALL SHIP)



Ⓐ



①



②



③



④

DEVIL STAR CORP'S SPACESHIP FIGHTERS — PART 1

The SPACESHIP FIGHTERS' performances are excellent. They come towards you, with each flying in a different style.

In order to win the battle and save the solar system, you have to study and master the flight patterns of the enemy fighters.

GALAXY ZONE

- ① MOTHER BOON
- ② CULT
- ③ SHARLIN
- ④ SACLE
- ⑤ CUROS
- ⑥ SPINDOW
- ⑦ ZANONI



①



②



③



④



⑤



⑥

⑦



DEVIL STAR CORP'S SPACESHIP FIGHTERS — PART 2

ASTEROID ZONE

- ① ASTER
- ② SHAMIR
- ③ UFOLICK
- ④ BURDLE
- ⑤ ASHION
- ⑥ TINKER
- ⑦ NEBIROS

DEVIL STAR CORP'S SPACESHIP
FIGHTERS — PART 3

NEBULA ZONE

① CABORN

② DILON

③ TRIAT

④ DRIRIT

⑤ ARBLEBY

⑥ TRICKER

⑦ BELZEBUL



⑦



⑦



WHEN PLAYING BY USING THE CONTROL PAD

- Ⓐ Direction Controller
- Ⓑ START Button
- ① SHOOT button
- ② SHOOT button
- ③ Moves "THE ASTORO RAIDER"

For 1 player

Aboard "THE ASTORO RAIDER", you must destroy the DEVIL STAR IMPERIAL FORCES single-handedly.

For 2 players

Which one, you or your friend will be the first to save the SOLAR SYSTEM?

When "THE ASTORO RAIDER" is defeated, the other player takes his turn.



HOW-TO-PLAY (TO THE AGGRESSIVE TYPE OF PLAYER!)

PURPOSE OF THE GAME

THE DEVIL STAR IMPERIAL FORCES which established their advance base on the fixed star, "ALPHA KENTOWRY", located nearest to the Earth, have started to invade the galactic system. The SOLAR SYSTEM ALLIED FORCES have placed all of their hopes on their most gallant WARRIOR, who is now aboard "THE ASTORO RAIDER", ready to attack the invading army. You as the WARRIOR of the SOLAR SYSTEM ALLIED FORCES are about to get underway on a daring mission to destroy the enemy's space crafts, on your way to the ultimate target, the mother ship.

GAME OVER

When starting the game, the number of allotted SPACESHIPS is 3. When all of them are lost, the game is over.

STARTING

For one player, push the CONTROL PAD 1 START button.

For 2 players, push the CONTROL PAD 2 START button.
(TO THE STRATEGIC TYPE OF PLAYER!)

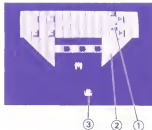
STARTING OFFENSE

THE DEVIL STAR IMPERIAL FORCES have a huge floating platform in addition to their fighting ships. A fortress on the platform must be destroyed in order to successfully advance forward.

① FORTRESS

② PLATFORM

③ "THE ASTORO RAIDER"



POWER-UP

The enemy's spaceship quickly moves to attack you. In order to defeat it, an increase in power and weapons is required.

This is accomplished by individually capturing the WEAPONS SUPPLY SHIPS that appear during play. By obtaining these, you increase your speed and strengthen your firing ability. When they come into view, be sure to combine them and "THE ASTORO RAIDER" into one machine.

*After the two are united, "THE ASTORO RAIDER" will be transformed into a new configuration.



ATTACKING THE ENEMY'S ADVANCE BASE

The DEVIL STAR IMPERIAL FORCES' mother ship is a most formidable foe. Projectiles are fired from its 5 gun batteries. To destroy the ship, shoot at the batteries so as to keep them temporarily silenced. When hitting them with several shots, the enemy ceases firing at you. Obliterate them one after another.

When spending too much time in trying to attack this enemy, you put yourself in a very vulnerable position and can easily be destroyed.

ADVICE FROM PROFESSOR PLAYOR

- In order to destroy the foe, be sure to increase "THE ASTORO RAIDER'S" fighting prowess ahead of time.
- Do not pursue the enemy's spaceships only. It is also important to demolish the platform fortress.



THE MAGICAL CASTLE PIT POT GAME INSTRUCTIONS

"THE MAGICAL CASTLE PIT POT" STORY

Deep in the PIT POT CASTLE,
Princess Rommy is confined by a
notorious sorcerer.

IGUL, THE KNIGHT

A number of would-be heroes went
into the castle with the aim of
rescuing her, but no one ever
returned alive because the entire
castle is comprised of many
confusing mazes and the monstrous
creatures are always on the lookout.
To destroy the evil enemies, the
"sorcerer's hammer" is needed —
fortunately, or unfortunately, IGUL,
the knight, happened to pick up the
hammer that the sorcerer dropped,
and determines to enter the PIT POT
CASTLE.

The PIT POT CASTLE is comprised of
a number of rooms which are
intricately connected by doors. In a
certain room, the 3 treasures required
for rescuing the princess are placed.
Destroy the monsters with the
hammer while breaking the castle
floor or returning the broken portion
to its original condition, and save the
princess.



PIT POT



Ⓐ **SORCERER**

Normally, she does not appear on the screen but is the head of the castle.



Ⓐ

Ⓑ **SCIPROSS**
200 POINTS

This is a one-eyed ogre, which will cause your destruction when you come into contact with it.



Ⓑ

Ⓒ **PRINCESS ROMMY**

Ⓓ **GOBLIN**
200 POINTS

This is a three-eyed ogre. The player will be lost if he touches it.



Ⓒ

Ⓔ **DRAGON**
200 POINTS

The player may touch the **DRAGON** but will be lost if he comes into contact with its fire.



Ⓓ



Ⓔ

When playing by using the **CONTROL PAD**

- ① **START** button
- ② To use the hammer.
- ③ Moves **IGUL**.

Ⓐ **DIRECTION CONTROLLER**

HOW-TO-PLAY

TO THE PLAYERS WHO WANT TO DEVELOP EVERY ASPECT OF GAME PLAY

PURPOSE OF THE GAME

Using a hammer, try to break the blocks, return the broken blocks to their original condition, or destroy the monstrous creatures.

- Ⓐ Sacred purple water in a golden bottle. This removes the magical spell.
- Ⓑ The magical cross that seals off the witch's magical power.
- Ⓒ A ring that brings happiness.

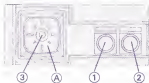
To save the princess, find and collect all of the above 3 treasures and then go to the room where the princess is imprisoned.

GAME OVER

IGUL starts the game with the "water of life" in 2 bottles allotted (shown in the lower right portion of the screen). The game will be over in the following cases:

1. After all of the "water of life" contained in the bottles has been used and the last (3rd) player is lost.
2. When the player goes close to the princess without collecting all of the 3 treasures.

When taking a white bottle in which the golden "water of life" is contained, the number of "water of life" bottles increases.



STARTING

- First, select one out of the following 2 categories, i.e., 1 PLAYER or 2 PLAYERS.
- * Select either one of the above, and then push the START button.

HI-SCORE (High score.)

1 PLAYER (one player can play.)

2 PLAYERS (2 players can play.)

- * Next, select the game play LEVEL out of the following 4 categories.

PRACTICE

THE FIRST CASTLE

BEGINNER

THE SECOND CASTLE

AVERAGE

THE THIRD CASTLE

EXPERT

THE FOURTH CASTLE



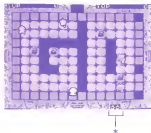
- A CASTLE is comprised of a number of rooms.
In the entire 4 CASTLES, as many as 114 maze rooms await you.
To begin with, learn how-to-play in the PRACTICE LEVEL.

1UP (the score of Player 1)

2UP (the score of Player 2 in the case of 2 Players)

Top (the up-to-date high score)

- * The available number of "water of life"



TO THE PLAYERS WHO WANT TO
KNOW HOW-TO-PLAY!

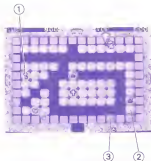
HOW-TO-MOVE IGUL

When the keys or the buttons are pushed, the hammer is raised, and when they are released, it is swung down.

NOTE: While the button used for hammering is kept pressed down, IGUL can not be moved.

- ① Door key
- ② Breakable blocks
- ③ Unbreakable blocks

Taking the door key enables you to open the door. However, even after capturing the key, sometimes none of the doors open. This is because the key has already opened a certain room's door which is not shown on the screen.



VARIOUS WAYS TO DESTROY THE BLOCKS ...

Basically, there are 2 different kinds of blocks: the grey blocks which are breakable by using a hammer; and the yellow blocks which can't be broken with a hammer. Each of the gray blocks is breakable with a hammer. There are some other ways to destroy the blocks as mentioned below:

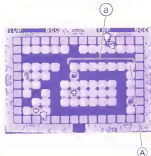
1. Crushing the blocks at one time.

The gray blocks which are not connected with the yellow blocks will be broken at one time if the connecting block is destroyed. At this time, the monstrous creatures on the gray blocks will also meet their doom.

For example, when breaking the block as in ㉠, the ㉡ portion including the creatures on top of said portion, will also be entirely destroyed.

2. Block recovering technique.

This is the technique to restore instantaneously the once destroyed gray blocks to their original condition by hitting a certain yellow block.



Key to proceed to the next room....

- Through the open door as in ㉢ above, you can go back and forth to the next room.
- To open any closed doors, capture the key for the door. Then, a certain door which is connected to an unknown room will open. Don't forget there is a door that can not be opened.

NOTE: Even if a door seems to be in a normal open condition as in ㉢, sometimes it is an one-way door and once entering, you can not come out of the room, so always keep this point in mind.

TO CAPTURE THE TREASURES OR DOOR KEYS

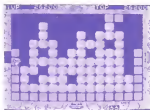
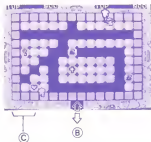
- The treasures or the door keys can be captured when making contact with them. All of the required 3 treasures necessary to rescue the princess are stored in the ㉣ portion as described.
- Among the various treasures, some are hidden and do not appear on the screen or some are in the isolated blocks.

1. To locate the hidden treasures or keys:

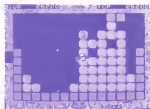
① Destroy the block(s) which cause other blocks to fall together with it.

Ⓐ "Hey, I can't see anything!"

Ⓑ "Great! There's the key."



Ⓐ



Ⓑ

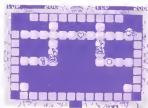
② Destroy the breakable block(s) and restore by hitting any yellow block.

Ⓐ "Heave-ho"

Ⓑ "The crystal ball appears!"



Ⓐ



Ⓑ

③ Try to tap an unbreakable block somewhere.

Ⓐ "Is it here I wonder?"

Ⓑ "Here it is!"



(A)



2. When the treasures and the key are located in an isolated place, etc., that can not be reached from where you are now:

① Try to take some other treasures.

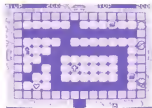
(A) "We can't reach there."

(B) "Oh good! It's connected."

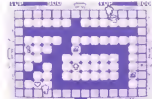
② Try the means mentioned in 1 above.

③ Try to go by a roundabout way.

Note: If by mistake, you have destroyed the treasure, then, don't be discouraged, as it will revive when you come in the room after once leaving it. However, the treasure once it is captured will not appear again, so pay attention to this point.



(A)



(B)

RESCUING THE PRINCESSII

When rescuing the princess in the EXPERT level, a special message will be displayed. Why not challenge it!

Note: Coming close to the princess without capturing all of the 3 treasures will result in GAME OVER being displayed on the screen.

For the effects they produce, refer to the following THREE TREASURES NEEDED WHEN RESCUING THE PRINCESS.

TREASURES

In the wondrous PIT POT CASTLE, there are many treasures. They can be captured when you touch them.

— THREE TREASURES NEEDED WHEN RESCUING THE PRINCESS —

Ⓐ SACRED WATER TO REMOVE THE MAGIC SPELL 3,200 POINTS
Removes the magic spell cast on the princess, who is like a stone and can not move.

① Golden bottle

② Purple water



Ⓑ The MAGIC CROSS to seal off the magic spell. 1,900 POINTS
Seals off the witch's magic.

Ⓒ A RING to bring happiness. 1,600 POINTS
Present it to the princess.

TWO TREASURES EARNING HIGH SCORES

Ⓓ GOLD CHEST
400 POINTS
(or 80,000 POINTS)

Ⓔ CRYSTAL BALL
20,000 POINTS

— FIVE CHANCE TREASURES —

Ⓕ WATER OF LIFE 200 POINTS
Revives IGUL

① White bottles

② Golden water



(B)



(C)



(D)



(E)



(F)

(G) THE DOOR KEY 200 POINTS
Opens the closed door.

(H) ENERGY WATER 800 POINTS
Taking the water will keep the player safe from the enemy's attacks for the time being.

(1) White bottles

(2) Blue water

(I) THE "PASSIONATE HEART"
MARK 1,600 POINTS
This stops the enemy's movements for a period of time.

(J) HARP THAT AVERTS THE
ENEMY'S DRAGON 4,200 POINTS
Prevents the enemy's dragon from emitting fire for the time being.



(G)



(H)



(I)



(J)

When either the ENERGY WATER, "PASSIONATE HEART" MARK or the HARP is captured and become effective, music changes from the ordinary type to another melody, and vice versa when the effect no longer exists. The treasures, when they are captured, will be displayed on the screen as shown on page 40 ㊦ for a certain period of time.

ADVICE FROM PROFESSOR PLAYOR

As the LEVEL selected advances, the maze becomes more complicated and the number of rooms increases. Therefore, for your own information, you are advised to make a map showing the connections between the rooms. By referring to such a map you will be able to more easily proceed onward.



HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA
CARTRIDGE are intended
exclusively for the SEGA
MASTER SYSTEM.

For Proper Usage

Do not get wet!

Do not bend!

Do not subject to
any violent im-
pact!

Do not expose
to direct
sunlight!

Do not damage
or disfigure!

Do not place
near any high
temperature
source!

Do not expose to
thinner, benzene,
etc.!

* Be especially careful not to
stick anything on the SEGA
CARD!

- When wet, completely dry
before using.
- When it becomes dirty,
carefully wipe it with a soft
cloth dipped in soapy water.
- After use, put it in its CASE.



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